



You are about to command your ship through one of the great edge-of-your-seat adventures of the 21st Century. Summon your management skills and man the bridge. The physical and economic survival of the Psi 5 Trading Company is in your hands. You must first choose your cargo and course through the Parvin Frontier. Then select the best crew possible from a cast of human and nonhuman characters. As you take command of your space freighter on its perilous voyage, your challenge will be to command the mission by successfully managing your resources and allocating task assignments to your crew.

TO START THE GAME:

- For Commodore 64/128:
1. Turn off your Commodore 64 and 128 and remove all cartridges.
 2. Connect your joystick to port 2.
 3. Turn on your Commodore 64 and 128, disk drive and monitor.
 4. After the red "busy" light on the disk drive goes off, insert the Psi 5 disk into the disk drive with the label side up and close the disk drive door.
 5. Type **LOAD** " ", 8, 1 and press **RETURN**.

For Commodore 64 Cassette: (please read carefully)

The cassette is double-sided. One side contains three stand alone games each with a unique crew and mission and each can be loaded separately. The reverse side contains crew select and full mission options.

- To load and start game:
1. Connect your CBM64/128 and cassette as per manufacturer's instructions.
 2. Turn off your Commodore 64 and 128 and remove all cartridges and peripherals such as disk drive and printer.
 3. Connect joystick (optional) to port 2.
 4. Place cassette with preferred side up in the recorder and rewind to the beginning. Reset tape counter to zero.
 5. To load hold down the **SHIFT** key and press the **RUN/STOP** key. Release the **RUN/STOP** key then release the **SHIFT** key.
 6. Your monitor will read "Press play on tape" Do so.
 7. The screen will go blank until the beginning of the game has loaded. Complete loading will take several minutes.

How to load Replays/Game 2 & 3 on either side.

With careful use of the tape counter you can replay the same game without having to rewind to the beginning. Always set your counter to zero at the beginning of each side.

Replay on Full Mission & Crew Select

After you have chosen your mission and crew you will see your crews photo's on the screen. Several minutes later the screen will turn black before the game starts. Note the tape counter position and write it down. Usually you will only have to do this once. At the end of your game you can use the **Quit/Replay** commands. It will prompt you to rewind the tape to start of black screen. Rewind the tape until the counter equals your recorded value and press play.

Load or replay game 2 & 3 on stand alone game side.

After game one loads and the tape stops, record the tape counter position. This will be the location to load or replay game 2. Do the same after game 2 loads, and this will be the position to load or replay game 3. You will usually only have to do this once.

IMPORTANT:

On the rewinds using the counter for positioning it is always better to be slightly before the counter reading than after it.

TO PAUSE THE GAME:

For Commodore 64/128: Press the **RUN/STOP** key. Press return or fire button to continue.

DEMO MODE

(Commodore 64 Disk Version Only)

The demo mode demonstrates a variety of game elements. This is indicated by:

1. Pressing the Commodore key (FIRST keystroke).
2. If no keystroke after Course Selection screen has been displayed for approximately one minute.
3. During Crew Selection if no keystroke for several minutes.

*During demo mode - any keystroke (or joystick motion) will start the game at mission selection.

CONTROLS:

In general, all game options may be selected by using the joystick or keyboard. Using the joystick, move the highlighting or cursor to the appropriate place and press the fire button. You can also (optionally) make your selection from the keyboard by pressing the key corresponding to the first letter (or number) of the desired command.

Note: The function keys on the Commodore or direction keys on the Apple act as joystick control.

Commodore Joystick Equivalent
F1 fire button
F5 move left
F7 move right

COURSE SELECTION:

The display of possible courses will include their distance, cargo and reward/payment for completion. The larger rewards indicate greater risk.

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Music:
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PSI-5 TRADING COMPANY

difficulty, danger and challenge in nature of your cargo. You must arrive at your destination within a reasonable length of time.

To select your course, use the joystick and fire button (left - up, right - down) or enter the course number on the keyboard.

CREW SELECTION

In addition to the control console which you operate as captain, your space freighter has been retrofitted for five other departments scattered throughout its creaking hull. These are Weapons, Scanning, Navigation, Engineering and Repair.

You must carefully select your crew from thirty potential candidates - five groups of six individuals trained in each department specially. These "assorted beings" consist of humanoids, aliens and vaxcroids, each with different backgrounds, skills, personalities and reactions under stress. The six candidates for a department position will be displayed. To examine the resume for any individual, type the first letter of the character's name or move the joystick and select by pressing the fire button. Once selected, the candidate's resume will be displayed for your scrutiny. The two options presented at the bottom of the screen will be "Welcome (name) to the Crew" or "Exit". The options may be selected by using the joystick or typing W or E. "Welcome" hires this person to fill the department position and the candidates for the next department will be displayed. "Exit" returns to the same department to allow you to examine the resumes of other candidates.

TO PLAY

After the last department crew member is selected, you will be prompted to remove the disk and flip it over to insert with the back side up. Then press the **RETURN** key or fire button to continue. Play takes place with you (the Captain) sitting at the communications console. The ship's view of space will be displayed on the left console screen and the communications screen on the right will display the department crew member with whom you are interacting at any given time. There will also be indicators on the console showing weapons, motion, speed and pending messages.

ACK - Can clear out all messages (CLR) or Enable/disable the message automatically answered interrupting you. The initial

command options (main menu) may be selected via keyboard or joystick and include the ability to acknowledge pending messages (communications) from any department or interact with any specific department. In general, when you select a department, you can examine the status of department activities or make task assignments, commands by removing, adding, or reprogramming the list of functions to be performed by that crew member. Because time is money and you are in the freight business, we suggest the first command you give is to tell the Navigator to accelerate the ship to a given speed. If you (the Captain) don't issue specific orders, the crew persons in Repair, Weapons, and Scanning will

eventually get bored and start performing tasks on their own. The detailed command options for each department are described below.

Note: Selecting "Z" on any department command line will display pending messages. Pressing the **DELETE** key or selecting with joystick or pushing up on the joystick and pressing the fire button will delete the last entry on the command line.

Note: A quick exit out of any department can be taken by pressing the **CLR/HOME** key for Commodore or a key for Apple. This can also be accomplished by pulling down on the joystick and pressing the fire button.

WEAPONS DEPARTMENT

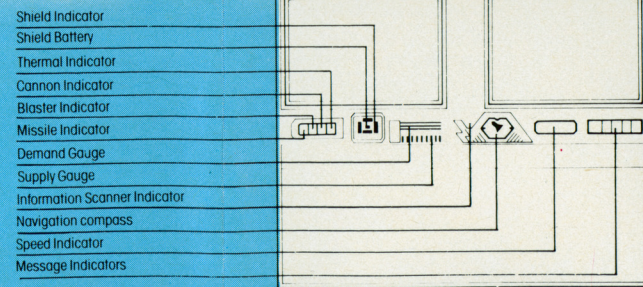
Status: Display statistics of past performance (i.e. number of shots and kills). Through this you can learn how effective the weapons specialist (crew member) is with each weapon.

Display: Show the active list (assignments) for the weapons specialist to perform. The information includes the type of weapon, number of shots, target (indicated by scanning ID), priority and status of weapons/target.

Cancel: Removes a weapons command from the list.

Rank: Reprioritizes the weapons list.

Fire: Adds a command to the weapons list.



SCANNING DEPARTMENT

The general function is to identify and keep track of other vehicles in space.

Status: Assigns ID letter to a new object in space and adds it to the end of the list. As time progresses, more of the following information is gathered regarding a target:

- Blinking Activity Character
-) blinking symbol appears if this object is being examined.
-) blinking bulls-eye appears if Weapons Department has outstanding orders for this target
- the class (of people)
- type (friend or foe)
- locked on to continue tracking (1)
- position of object in space (PO)

Position (PO)	In Range	Out of Range
Fore (in front)	F1	Fo
Aft (behind)	A1	Ao
Port (left)	P1	Po
Starboard (right)	S1	So

Display: This is a prioritized list of what the scanner crew person is to do (examine). The information shows damage to the target ship and recommended weapon to use.

Cancel: Removes an action item from the list.

Rank: Reprioritizes the list.

Examine: Adds a target to the list to be examined.

Note: Before the Weapons Department can fire upon a target, the Scanning Department must examine the target long enough to get a lock on it. Continued examination will determine class and damage and suggest a weapon. This is done by adding the target to the scanning list of a high priority and waiting to give the scanning crew member enough time to fill in the appropriate data.

NAVIGATION DEPARTMENT

In this department, the crew member can fly a specific course/speed and control evasive maneuvering.

Status: This displays course description which includes shortest path, medium deviation to port/starboard, and full port/starboard circumvention. It also shows estimated time of arrival (ETA), risk factor, requested speed, current speed and evasive maneuvering. INF (information) scanner may be operational for RSK (Risk) column to operate. For ETA (relative estimated time of arrival):

- means early
- means late

Display: Shows prioritized list of possible courses.

Cancel: Eliminates evasive maneuvering.

Rank: Selects course.

Accel: Sets speed and allows selection of standard or evasive maneuvering.

ENGINEERING DEPARTMENT

This department is responsible for managing and allocating power oriented devices that can be controlled. Different sections of the ship can be shut down to conserve energy (i.e., the port shields can be turned off if the pirates are on the starboard side).

Defensive weapons such as shields require a set amount of energy just to be turned on (in operation). They can deflect an enemy shot by countering it with an equal amount of energy which is drawn from reserve battery power (if the charge is sufficient). Note that engine power consumption is variable, depending on actual speed.

Status: This displays the Device ID, a description of it, and its enabled state. The device types include shields, weapons, Information Scanner and two batteries.

Display: Show classes of power, power drain, level of activation (yes, no, partial).

Rank: Prioritizes devices in relationship to available power.

and thus determines which devices are on, partially on (subject to "Brown Out") and off. As an example, the Navigator can request - 5, but the current speed - 4, it is because the engines are only partially on (at a lower priority on the list).

Cancel and Enable: Unlike corresponding commands in other departments which act upon the "Display" list, these cancel or enable devices on the status list. This will cause a corresponding change of status to RqC (Request cancel) or RqE (Request enable) for pending requests.

REPAIR DEPARTMENT

This department is responsible for repairing damaged devices on the ship. There are three forms of damage to a device:

1. It can still operate (at a higher power consumption).
 2. The damage can be repaired.
 3. The device is destroyed/dead and cannot be repaired.
- The repair person is assisted by a number of robotoids. When one of them is re-allocated or completes a task, they won't be immediately available. It will take some time for them to return to the department, get tools, assignments and instructions before they can begin their next task. The robotoids can have the following status:

1. Active - available to work.
2. Damaged - will become an item to be repaired.
3. Dead - Can never be reactivated.

Looking Note: If your ship is helpless (where engines, shields and weapons are not functioning), the pirates can board your vessel and start looting. You will slowly lose your cargo until one of the above items is repaired.

Status: 4 indicating ready, in transit, on the job or broken. Those totally destroyed are not indicated. This lists up to the first 16 items to be repaired and includes I/D, description, ETR (estimated time of repair) and items being worked on currently (indicated by *). A blinking check mark (✓) appears before the item ID if a repair order has been given to fix the device.

Display: Shows what is currently being repaired (up to 8 items) and how many robotoids are working on it (and the number of them assigned to work on it).

Cancel: Removes an item from the repair list.

Rank: Reprioritizes the repair list.

Assign: Adds an item to be repaired (and number of robotoids to work on it) to the repair list.

TO RESTART:

Selecting the **QUIT** function from the main menu allows you to restart the game with the existing course and crew selection.

SUGGESTED TRAINING MISSION:

As an introduction to the game to gain familiarity with the functions and understanding of the interrelationship between departments, try the following procedure for your first mission:

1. Select the **ENGINEERING** department and prioritize the ships power classes to shields, weapons, charge shield battery, scanners, engines, and charge emergency battery using **DISPLAY** and several **RANK** commands.
2. Select the **NAVIGATION** department and accelerate the ship to speed 1 using the **ACCELERATE** command.
3. Select the **SCANNING** department and get a status report by using the **STATUS** command.
4. Watch scanning status until the first unknown vehicle is detected.
5. Select **NAVIGATION** and use **ACCELERATE** to stop the ship.
6. Select **SCANNING** and use **EXAMINE** to get detailed information on the first vehicle.
7. Use scanning **DISPLAY** to watch for class of vehicle, damage, and suggested weapon to be filled in.
8. Do a **STATUS** command.
9. Select **WEAPONS** and **FIRE AT WILL** at the target using the suggested weapon.
10. Experiment with **STATUS** and **DISPLAY** functions within both the **SCANNING** and **WEAPONS** departments.
11. After the target is destroyed, repeat steps 2 through 7 and remember use the run/stop key to pause the game so you can catch your breath and gather your thoughts. To continue playing, any key will start up the game.
12. Select **ENGINEERING** and turn some shields off using **STATUS** and **CANCEL**.
13. Select **WEAPONS** and **FIRE** one shot at a target. This will make them mad, even if they are normally friendly.
14. Select **REPAIR** and get a **STATUS** report. Observe entries being added as hostile targets shoot at your ship.
15. ASSIGN one robotoid each to fix several items. Flip back and forth between **STATUS** and **DISPLAY**.
16. When you have had enough, select **ENGINEERING** and use **STATUS** and several **ENABLE** commands to turn the shields back on.
17. Complete the repairs, start the ship moving, experiment, and enjoy!

Galactic Greetings,

Playing the role of Captain on a space freighter full of unknown people, enemies, and equipment can be intimidating. The best way to become familiar and successful is to imagine yourself actually as the captain and put yourself in the game.

Your duties as captain require you to investigate and monitor the different crew members and departments often. Working too long in one department, while ignoring some others, can lead to your downfall. A wise strategy is to load up your repair, scanning, and weapons officers with several tasks. This will insure they will stay productive while you are busy elsewhere. One powerful capability of the ship's computer is to monitor one department's **STATUS** or **DISPLAY** while giving commands in another.

Here are some playing hints on a department basis:

Weapons: Confirm targets to be hostile (foes) or known enemies before shooting normally peaceful ships.

Scanning: Examine any new targets as quickly as possible.

Navigation: Be sure to monitor the **RISK** column on the **STATUS** report. Change course to avoid overwhelming odds, but not as often to delay reaching your destination.

Engineering: Pick power priorities to match your strategy. Consider turning off (**CANCEL**) power to individual items to increase your power management options.

Repair: Be sure to fix mission critical components as soon as possible, (such as cargo support devices, life support systems, and power reactors). Fix other items as to best serve your strategy. If damage seems out of your control, it is often wise to stop the ship, divert power to shields and weapons, and fight between repairs.

Many actions depend on the Psi 5 ship to be in working order. If something appears not to be working, check the Engineering **STATUS** and **DISPLAY**, the Repair **STATUS**, and **ACKNOWLEDGE** messages to gain clues to possible causes.

We have given you enough information to be well on your way. We have purposely not given you every gruesome detail, because there is fun in learning by using your mind, imagination, common sense, and by experimenting.

I wish you the best of luck on your perilous mission and may the winds of Xaldu be in your favor!

Sincerely,

Mike Lorenzen

Admiral Mike Lorenzen
Star Base 27 Command

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